

corresponding remarks set forth herein, and respectfully request that the Examiner withdraw all rejections.

A 35 USC §103 rejection requires that “. . . the prior art reference (or references when combined) must teach or suggest **all** the claim limitations.” (emphasis added) (See MPEP 706.02(j)). To overcome a *prima facie* §103(a) rejection, the applicant must only demonstrate that the cited prior art document fails to teach or suggest one element or limitation present in the claim.

Amended claim 14 recites:

14. A desktop publishing system, comprising:
  - an output display device, the output display device displaying:
    - a palette window comprising a defined objects panel comprising a list of defined objects and an objects panel comprising a list of objects, **wherein the defined objects panel further comprises a user defined objects panel comprising a list of user defined objects,** and
    - a view window for displaying a page comprising one object from one of the list of defined objects and the list of objects; and
  - an input device, the input device selecting the one object from one of the list of defined objects and the list of objects for display in the page.

(emphasis added)

The Examiner refers to the “object panel,” with a list of objects, such as the toolbar, as defined on page 10 of the Adobe User Manual. Specifically with reference to dependent claim 15, some elements of which have been incorporated into amended independent claim 14, the Examiner notes that “. . . Adobe discloses a ‘user defined object panel’ such as the special pictures in the **Finder** window, or the pictures pasted to the **Pasteboard** that can be dragged into the page. . . ” based on page 71 of the Adobe Users Manual. However, the title of the User Manual section cited by the Examiner is “Importing an **image**, **movie**, or **sound**.” (emphasis added) (See Adobe Users Manual, pages 71-75) Though the cited portion of the Users Manual instructs users on a

variety of image, movie, and sound formats as well as methods for dragging / dropping and cutting / pasting the images, movies, and sounds, it does not teach or suggest user defined objects as contemplated by the applicants. Object as used by the applicants refers to an object in an abstract object-oriented programming sense, including but not limited to properties, handlers, and inheritance. (See Specification, page 17 line 5, page 20 lines 11-19) By very clearly limiting the discussion of the Finder and Pasteboard windows to images, movies, and sounds, and despite merely labeling the images, movies, and sounds as “objects,” Adobe does not contemplate providing users with the ability to use the Finder or Pasteboard, or any other portion of PageMill, as part of an object-oriented programming system. By only referring to “pictures” in the Finder or Pasteboard windows, the Examiner supports such an interpretation. Amended claim 14 cites elements not taught or suggested by Adobe.

The amendments changing the article “said” to the article “the” and the deletion of claim line labeling merely clarify the claim language.

Claim 20 is a method claim reciting, among other elements, a user defined objects panel comprising a list of user defined objects. Claim 31 recites a machine-readable medium storing sequence of instructions with, among other elements, a user defined objects panel comprising a list of user defined objects. The applicants respectfully submit that each of independent claims 20 and 31 is patentable for the reason stated with reference to amended claim 14. Also, if an independent claim is nonobvious, then any claim depending from the independent claim is also nonobvious. (See MPEP §2143.03 (citing In re Fine, 5 U.S.P.Q.2d 1596 (Fed. Cir. 1988))) As claims 16-19 depend from claim 14, claims 21-30 depend from claim 20, and claims 32-37 depend from claim 31, the applicants further submit that each dependant claim is patentable.

CONCLUSION

In view of the included claims and remarks, the applicants respectfully request that the Examiner consider the amendments to the claims. The applicants respectfully assert that they have the right to claim the invention as set forth in the amended claims, and request that the Examiner allow claims 14, and 16-37. If there are any additional charges, please charge Deposit Account No. 02-2666.

Respectfully submitted,

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**VERSION WITH MARKINGS TO SHOW CHANGES MADE**

14. (Amended once) A desktop publishing system, comprising:

[a]) an output display device, [said] the output display device displaying:

[1]) a palette window comprising a defined objects panel comprising a list of defined objects and an objects panel comprising a list of objects, wherein the defined objects panel further comprises a user defined objects panel comprising a list of user defined objects; [and]

[2]) a view window for displaying a page comprising [at least] one object from one of [said] the list of defined objects and [said] the list of objects; and

[b]) an input device, [said] the input device selecting [said at least] the one object from one of [said] the list of defined objects and [said] the list of objects for display in [said] the page.

15. (Cancelled) The desktop publishing system of claim 14, wherein said defined objects panel comprising a list of defined objects comprises a user defined object panel comprising a list of user defined objects.

16. (Amended once) The desktop publishing system of claim 14, wherein [said] the objects panel comprising a list of objects comprises a predefined objects panel comprising a list of predefined objects.

17. (Amended once) The desktop publishing system of claim 14, wherein **[said] the** input device is a mouse.

18. (Amended once) The desktop publishing system of claim 14, wherein **[said] the** input device is a keyboard.

19. (Amended once) The desktop publishing system of claim 14, wherein **[said] the** output display device further displays an object editor window, **[said] the** object editor window displaying a list of properties associated with **[said at least] the** one object from one of **[said] the** list of defined objects and **[said] the** list of objects.

20. (Amended once) In a desktop publishing system, a computer mediated method of generating and displaying a collection of objects representing a document, comprising:

[a] displaying a list of objects in a palette window on a display device, comprising:

[1] displaying a list of defined objects in a defined objects panel in **[said] the** palette window **wherein the defined objects panel further comprises a user defined objects panel comprising a list of user defined objects;**

[2] displaying a list of objects in an objects panel in **[said] the** palette window;

[b] receiving input from an input device selecting an object from one of **[said] the** list of defined objects and **[said] the** list of objects for **[said] the** collection of objects; **and**

[c] displaying **[said] the** collection of objects in a page displayed in a view window of **[said] the** display device, including **[said] the** selected object.

21. (Amended once) The method of claim 20, wherein receiving input from an input device selecting an object from one of [said] the list of defined objects and [said] the list of objects for [said] the collection of objects further comprises a mouse clicking on [said] the object in [said] the one of [said] the list of defined objects and [said] the list of objects.

22. (Amended once) The method of claim 20, wherein displaying a list of defined objects in a defined objects panel in [said] the palette window and displaying a list of objects in an objects panel in [said] the palette window, comprises displaying a list of user defined objects in a user defined objects panel in [said] the palette window and displaying a list of objects in an objects panel in [said] the palette window.

23. (Amended once) The method of claim 20, wherein displaying a list of defined objects in a defined objects panel in [said] the palette window and displaying a list of objects in an objects panel in [said] the palette window, comprises displaying a list of defined objects in a defined objects panel in [said] the palette window and displaying a list of predefined objects in a predefined objects panel in [said] the palette window.

24. (Amended once) The method of claim 23, wherein displaying a list of defined objects in a defined objects panel in [said] the palette window and displaying a list of predefined objects in a predefined objects panel in [said] the palette window, comprises displaying a list of user defined objects in a user defined objects panel in [said] the palette window and displaying a list of predefined objects in a predefined objects panel in [said] the palette window.

25. (Amended once) The method of claim 20, further comprising:

[a)] receiving input via [said] the input device, [said] the input selecting [said] the object for modifying a property associated with [said] the object;

[b)] displaying in an object editor window in [said] the display device a value of [said] the property associated with [said] the object;

[c)] receiving at [said] the input device input modifying [said] the value of [said] the property associated with [said] the object.

26. (Amended once) The method of claim 25, wherein receiving input via [said] the input device, [said] the input selecting [said] the object for modifying a property associated with [said] the object comprises receiving input via [said] the input device, [said] the input selecting [said] the object from one of [said] the list of defined objects and [said] the list of objects in [said] the palette window.

27. (Amended once) The method of claim 26 further comprising:

[a)] receiving input selecting one of [said] the objects from [said] the lists of defined objects and [said] the objects, [said] the selected object having a property associated with [said] the selected object, [said] the property having a value identical to [said] the modified value of [said] the property associated with [said] the selected object; and

[b)] displaying [said] the selected object in [said] the defined objects panel in [said] the palette window.

28. (Amended once) The method of claim 25, wherein receiving input via [said] the input device, [said] the input selecting [said] the object for modifying a property associated with [said] the object comprises receiving input via [said] the input device, [said] the input selecting [said] the object from [said] the collection of objects in [said] the page displayed in [said] the view window of [said] the display device.

29. (Amended once) The method of claim 28, wherein receiving at [said] the input device input modifying [said] the value of [said] the property associated with [said] the object further comprises displaying [said] the object in [said] the collection of objects in [said] the page displayed in [said] the view window of [said] the display device.

30. (Amended once) The method of claim 21, wherein displaying [said] the collection of objects in a page displayed in a view window of [said] the display device, including [said] the selected object comprises [said] the mouse dragging [said] the object from [said] the one of [said] the list of defined objects and [said] the list of objects and dropping [said] the object in [said] the collection of objects in [said] the page of [said] the view window of [said] the display device.

31. (Amended once) An article of manufacture comprising a computer usable medium having computer readable program code means embodied therein for causing a processor to generate and display a collection of objects representing a document, comprising:

computer readable program code means for displaying a list of objects in a palette window on a display device, comprising displaying a list of defined objects in a



defined objects panel in [said] the palette window and displaying a list of objects in an objects panel in [said] the palette window, wherein the defined objects panel further comprises a user defined objects panel comprising a list of user defined objects;

computer readable program code means for receiving input from an input device selecting an object from one of [said] the list of defined objects and [said] the list of objects for [said] the collection of objects; and

computer readable program code means for displaying [said] the collection of objects in a page displayed in a view window of [said] the display device, including [said] the selected object.

32. (Amended once) The article of manufacture of claim 31, wherein the computer program code means for displaying a list of defined objects in a defined objects panel in [said] the palette window and displaying a list of objects in an objects panel in [said] the palette window, comprises computer program code means for displaying a list of user defined objects in a user defined objects panel in [said] the palette window and displaying a list of objects in an objects panel in [said] the palette window.

33. (Amended once) The article of manufacture of claim 31, wherein the computer program code means for displaying a list of defined objects in a defined objects panel in [said] the palette window and displaying a list of objects in an objects panel in [said] the palette window, comprises computer program code means for displaying a list of defined objects in a defined

objects panel in [said] the palette window and displaying a list of predefined objects in a predefined objects panel in [said] the palette window.

34. (Amended once) The article of manufacture of claim 33, wherein the computer program code means for displaying a list of defined objects in a defined objects panel in [said] the palette window and displaying a list of predefined objects in a predefined objects panel in [said] the palette window, comprises computer program code means for displaying a list of user defined objects in a user defined objects panel in [said] the palette window and displaying a list of predefined objects in a predefined objects panel in [said] the palette window.

35. (Amended once) The article of manufacture of claim 31, further comprising:  
computer program code means for receiving input via [said] the input device, [said] the input selecting [said] the object for modifying a property associated with [said] the object;  
computer program code means for displaying in an object editor window in [said] the display device a value of [said] the property associated with [said] the object; and  
computer program code means for receiving at [said] the input device input modifying [said] the value of [said] the property associated with [said] the object.

36. (Amended once) The article of manufacture of claim 35, wherein the computer program code means for receiving input via [said] the input device, [said] the input selecting [said] the object for modifying a property associated with [said] the object comprises computer program code means for receiving input via [said] the input device, [said] the input selecting [said] the

object from one of [said] the list of defined objects and [said] the list of objects in [said] the palette window.

37. (Amended once) The article of manufacture of claim 36 further comprising:

computer program code means for receiving input selecting one of [said] the objects from [said] the lists of defined objects and [said] the objects, [said] the selected object having a property associated with [said] the selected object, [said] the property having a value identical to [said] the modified value of [said] the property associated with [said] the selected object; and

computer program code means for displaying [said] the selected object in [said] the defined objects panel in [said] the palette window.